

THE LAST FESTIVAL

PLAYER PACK

One river.
Five evidence files.
One hour to change the plan.

Trace the litter. Challenge the accusation.
Unlock a response before the gates open.

AGES 15+ / 3-5 PLAYERS / 60 MIN / B2-C1

PRINT AT 100% • A4 • SINGLE-SIDED



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Backstage alert

START HERE / READ THE BRIEFING BEFORE OPENING FILE 01

You are the festival's student response team. With one hour until opening, a photograph of riverside litter is spreading online. A volunteer named Luca is being blamed. Reconstruct what happened, distinguish evidence from accusation and organise a response that prevents further losses.

INCOMING / FESTIVAL DIRECTOR

The public gates are closed. The trained site crew is checking the riverbank. Investigate the records and organise prevention at the stalls. Send me a justified response, not a name to blame.

Your mission

Solve Files 01-05 in order. Each produces a three-digit access code. Show your code and evidence to the host to receive the next file. Record the middle digit on your case sheet. Five middle digits unlock the final response.

Play together

Rotate reader, route tracer, evidence checker and recorder. Use only the supplied game materials. Ask for a hint whenever you need one; there is no penalty. Nothing is hidden in real equipment. Nobody is locked in.

LAND TO RIVER TO OCEAN

Wind and rain can move litter from land into waterways; some can reach the sea. Prevention at source matters. This game uses a fictional simplified drainage network. [1]



Your incident ledger

KEEP THIS PAGE / RECORD CODES ONLY AFTER HOST VERIFICATION

TEAM NAME

01

Drainage map

KEEP

02

Timeline

KEEP

03

Delivery register

KEEP

04

Prevention

KEEP

05

Crew rota

KEEP

FINAL LOCK

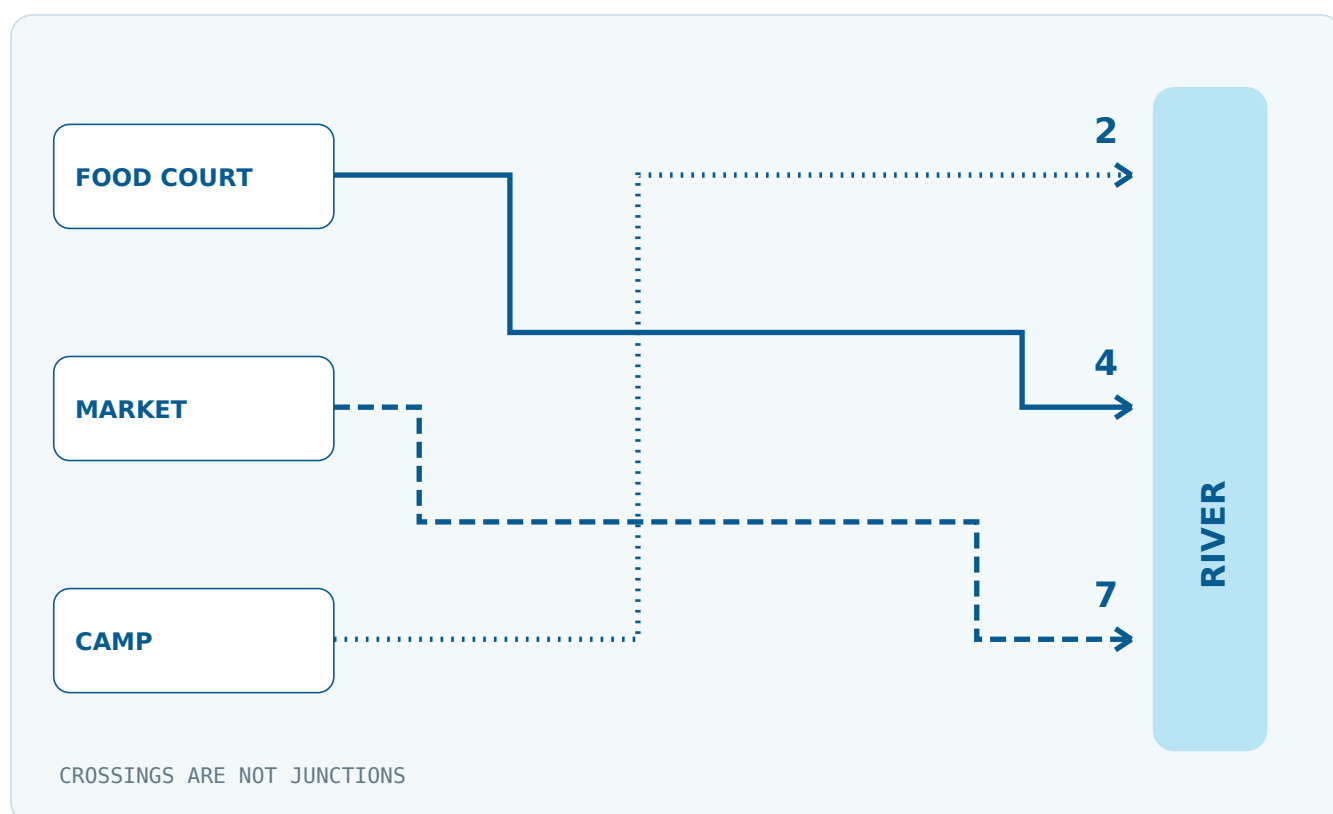
Read the five middle digits in file order. Explain what the evidence shows, why the accusation goes too far and how your response prevents further waste escaping.



Follow the missing litter

FILE 01 / SITE ENGINEERING PLAN

Trace the drainage routes in the reporting order FOOD COURT, MARKET, CAMP. Combine their outlet identifiers into a three-digit access code. Crossings represent separate pipes, not connections. Explain how inland litter could become an ocean issue.



All shown outlets discharge into the river in this fictional plan. Follow the same line at every crossing. The drawing is schematic, not to scale.

ACCESS CODE

Show your code and evidence to the host. Keep its middle digit.

The chat that went viral

FILE 02 / CUT APART AND SHUFFLE ALL SIX RECORDS

Reconstruct the pre-photograph evidence. Select exactly three direct reports of exposed waste outdoors before the photograph's 08:20 timestamp. Arrange them chronologically and concatenate their card numbers. Assess whether the allegation about Luca is compatible with the timeline.

7

INCIDENT LOG

CHAT / 08:25

"Luca just arrived carrying a black bag. It must all be Luca's fault!" This is a message from a visitor, not a verified finding.

1

INCIDENT LOG

MARKET CHECK / 07:50

A staff member reports: the wrapper bin has no lid. Loose wrappers are blowing from it onto the ground.

6

INCIDENT LOG

STORAGE CHECK / 07:30

A staff member checks sealed balloon boxes inside the dry store. Every box is closed; no loose waste is seen.

5

INCIDENT LOG

CAMP CHECK / 08:05

A staff member reports: plastic packing ties lie on the ground beside the unpacking table.

3

INCIDENT LOG

FOOD COURT CHECK / 07:40

A staff member reports: cups have overflowed from the open return tray onto the ground.

2

INCIDENT LOG

PHOTO RECORD / 08:20

The photo shows cups, wrappers and ties on the riverbank. It does not show who placed or dropped them.



Trace the three items

FILE 03 / CROSS-REFERENCE THE RECOVERED LABELS

Cross-reference each recovered item against the delivery register. Both the batch identifier and seal must match. Concatenate supplier numbers in CUP, WRAPPER, TIE order. Distinguish identifying a delivery from identifying the person responsible for a loss.

 **CUP**

C17 

SEAL / WAVE

 **WRAPPER**

W24 

SEAL / LEAF

 **TIE**

T08 

SEAL / STAR

ID	Item	Batch	Seal	Handling record
3	Cups	C17	Star	Crates remained closed.
6	Cups	C17	Wave	Open return tray overflowed.
8	Ties	T08	Star	Scraps left beside table.
4	Wrappers	W24	Wave	Lidded bin remained closed.
2	Wrappers	W24	Leaf	Open bin had no lid.
7	Ties	T08	Leaf	Scraps in closed container.

Each batch-and-seal pair belongs to exactly one listed delivery in this game. A match identifies a delivery, not the person who released an item or its precise journey.

ACCESS CODE

Show your code and evidence to the host. Keep its middle digit.



Stop the next escape

FILE 04 / CUT APART ALL SIX ACTION CARDS

Using the handling failures in File 3, select one immediate source-control measure per material. Each must prevent further escape, be operational before opening and leave drainage unobstructed. Read action identifiers in CUP, WRAPPER, TIE order.

6

RESPONSE OPTION

RIVER SWEEP

Send trained staff to collect existing bank litter. Leave the wrapper bin open and change nothing at the market.

1

RESPONSE OPTION

CUP RETURN RESET

Food court: fit a covered return container, empty it before overflow and assign a return-point monitor before opening.

8

RESPONSE OPTION

THE GREEN LABEL

Camp: keep leaving ties loose, but rename them “eco ties”. No evidence about the material is supplied.

4

RESPONSE OPTION

UNPACKING RESET

Camp: collect existing loose ties into a closed container and place new packing scraps directly into it before opening.

2

RESPONSE OPTION

DRAIN COVER

Food court: seal the surface drain with a solid sheet and leave the overflowing cup tray in place.

9

RESPONSE OPTION

WRAPPER BIN RESET

Market: fit a secure lid to the wrapper bin and assign regular checks and emptying before it overflows.



Build the crew rota

FILE 05 / THREE PASSES / THREE JOBS / ONE FEASIBLE ROTA

Assign all three responders to the rota without duplication. Respect arrival times and the market cart authorisation. Record their pass identifiers in FOOD COURT, MARKET, CAMP order. Explain which constraint fixes each assignment.

Job	Start	Requirement
Food court	08:50	Monitor the cup-return system.
Market	09:00	Powered cart: only Bo is authorised.
Camp	08:40	Set up packing-scrap collection.

Each job lasts one hour. Travel time is already allowed for. Everyone can do the food court and camp jobs if present at the start. Only the stated constraints apply.

CREW / CY

3

ON SITE

08:30

NO CART PERMIT

ONE FULL SHIFT

CREW / ARI

8

ON SITE

08:45

NO CART PERMIT

ONE FULL SHIFT

CREW / BO

5

ON SITE

08:30

CART PERMIT

ONE FULL SHIFT

Log the code on P02, then show the host your rota. Read pass numbers in FOOD COURT, MARKET, CAMP order.

